HCO POLICY LETTER OF 8 SEPTEMBER 1970RA
REVISED 18 NOVEMBER 1973
REVISED 24 OCTOBER 1975
(In the second revision the
signature has been changed.)

Remimeo
Qual Div
Dept 15
Examiner's
 Hat
E/O Hat
Dept 3 Hat

EXAMINER'S 24 HOUR RULE

A flubbed session is visible at the Examiner.

Regardless of the worksheet or report, any session ending with Bad Indicators, above 3.0 TA or below 2.0 with no F/N or an ARC Break needle, a Stage 4 needle, a rock slam, a stuck needle, still or a dirty needle independent of TA position indicates a non-optimum session.

When an Examiner sees any one of these following four manifestations in a pc after a session:

1.   Non-optimum TA position (above 3, below 2).

2.   Non-optimum needle (ARC Brk needle, Stage 4, rockslam, stuck, still or dirty).

3.   Bad Indicators as per HCOB on BIs.

4.   Non-optimum statement from pc, critical hostile, belittling, sad, etc.

The Examiner applies the 24 Hour Rule.

This Rule is:

ANY GOOFED SESSION MUST BE REPAIRED WITHIN 24 HOURS.

The reason for the rule is that occasionally, particularly when a person has had a sickly life, physical illness will key in after a session goof.

Such are purely C/S or auditing flubs.

A C/S flub consists of gross violations of case programming.

Auditing flubs consist of corny things like running a Rud but no F/N, failure to flatten a Chain, bad TRs, auditing over out-ruds, chopping the pc before full End Phenomena is attained.

Evaluation or even chatter after the session can upset a pc that ended session on F/N VGIs.

IN ALL CASES as per 1 to 4 above the EXAMINER paper clips a RED CARD on the outside of the FRONT COVER OF THE FOLDER and marks on it THE DATE AND HOUR of the Examination as well as places the EXAM REPORT in the folder, the Examiner logs it in his log in RED BALLPOINT.

The EXAMINER must see that the C/S receives this folder as soon as possible.

The C/S gives total priority to C/Sing it and it is given priority in auditing that C/S.

The pc may even be asked to wait if it can be done in the next hour or two.

THE FASTER THE FLUBBED SESSION IS REPAIRED THE EASIER IT IS TO REPAIR.

Sessions which are left unrepaired for more than 24 hours occasionally find the pc physically ill. If repaired quickly or at least within 24 hours no physical reaction results.

The illness will be a key-in of illnesses the pc often had before any auditing. All the flubbed auditing does is key it in, it itself makes no one ill.

If you check folders of ill pcs you will find usually a long period of no-auditing or a flubbed session a few days before the onset of the illness.

Pcs who have not been properly programmed but have been audited on random this or that instead of Progress, Advance and Class and Grade Chart to fully completed grades are the most likely to become ill.

Penalty for violation of the 24 Hour Rule is loss of a day's stats for the division, the day being that day when the unrepaired flub occurred and subtracted at the time the flub is found.

If a flubbed session is found hidden and not disclosed the division loses all its stats for that week.

This action is important.

If C/Ses and auditors made no flubs whatever they would really be getting top results on pcs.

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FOUNDER

LRH:mg
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